



Drawing Inside the Lines:

The value of limits

Randy O'Connor

MagicalTimeBean, Tiger Style, self

GAME DEVELOPERS CONFERENCE®

MOSCONE CENTER · SAN FRANCISCO, CA

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Beta





**TIGER
STYLE**

**WAKING
MARS**
(concept)





Escape Goat 2





My Talk

1- Intro

2- Self-imposed Limits

3- Technical Limits

4- Art is Fun

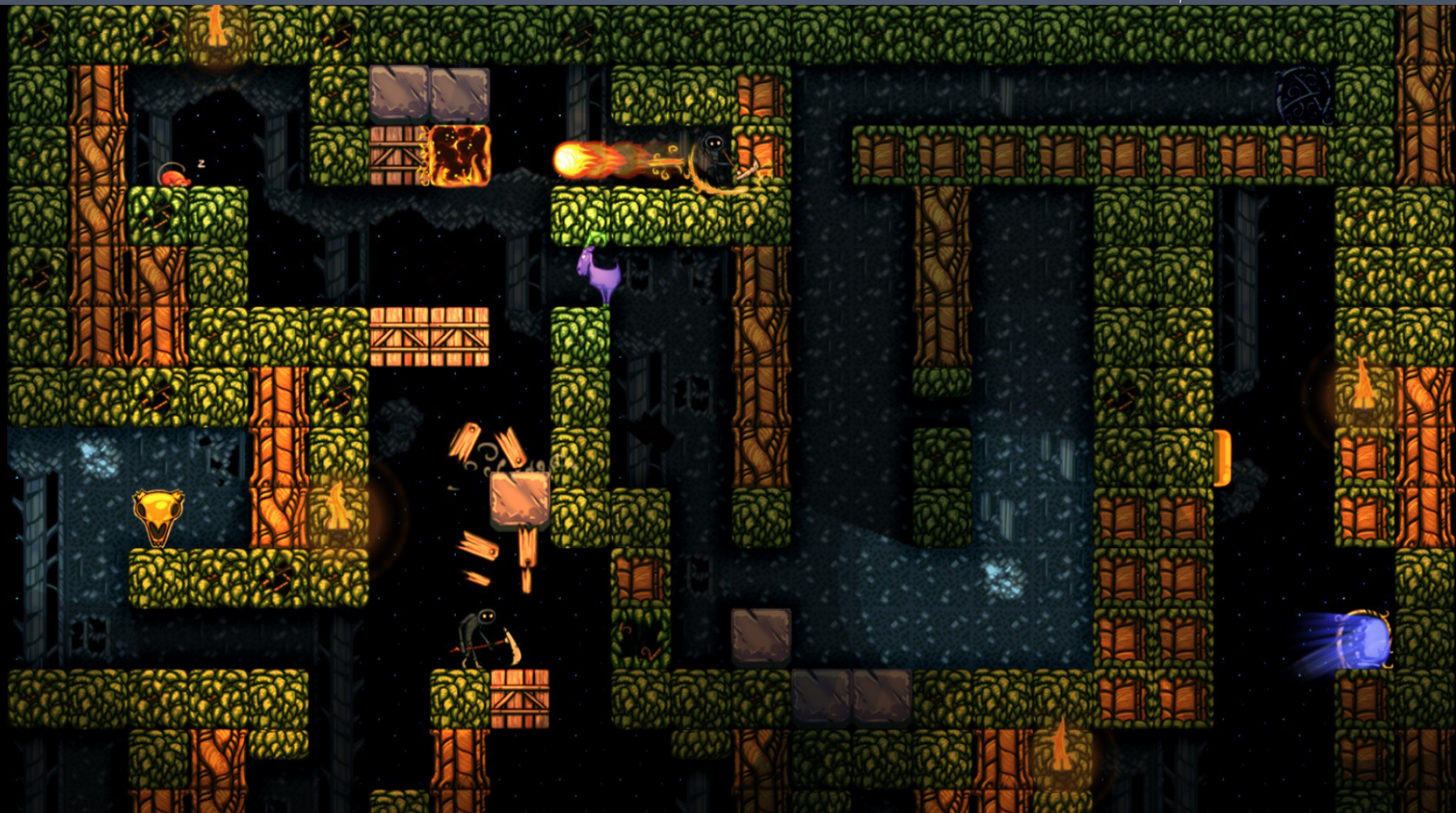
5- Examples



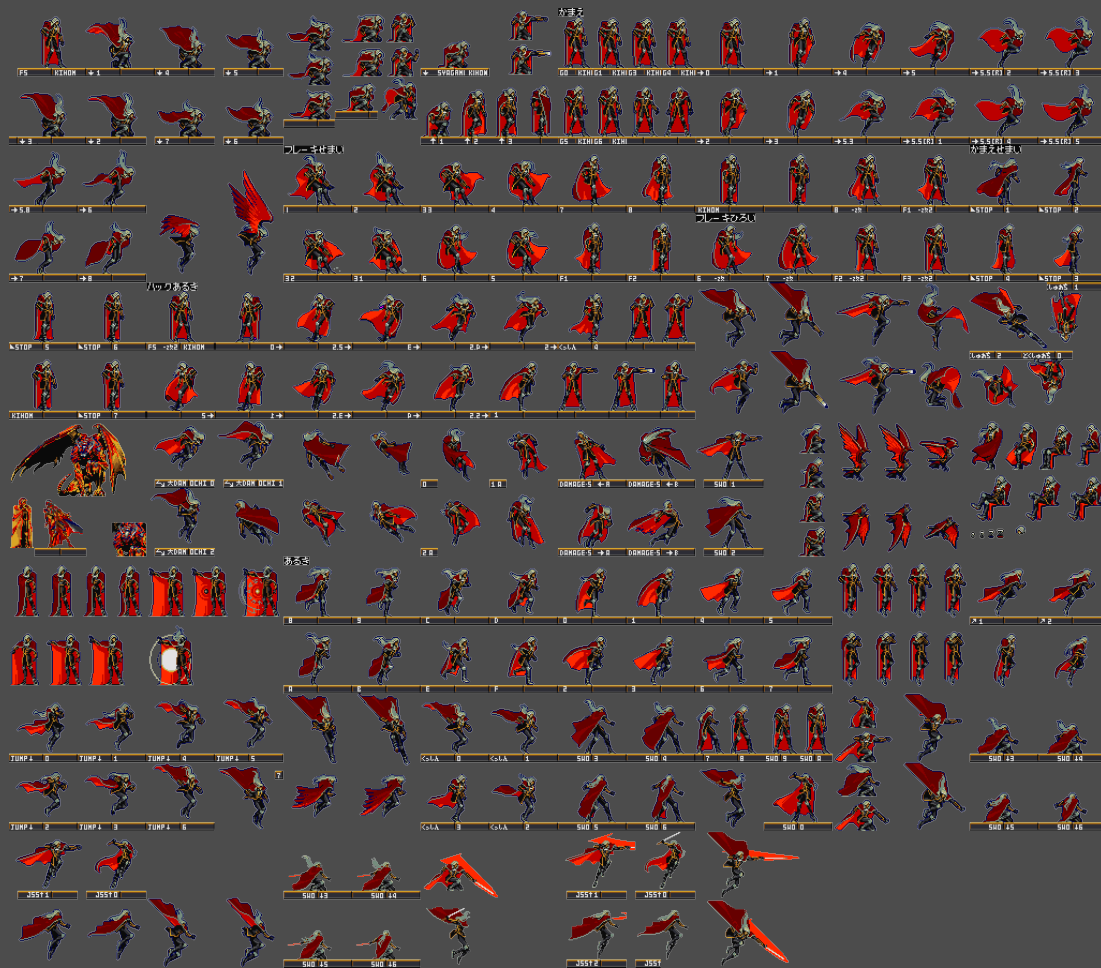
1. Limits: Set them

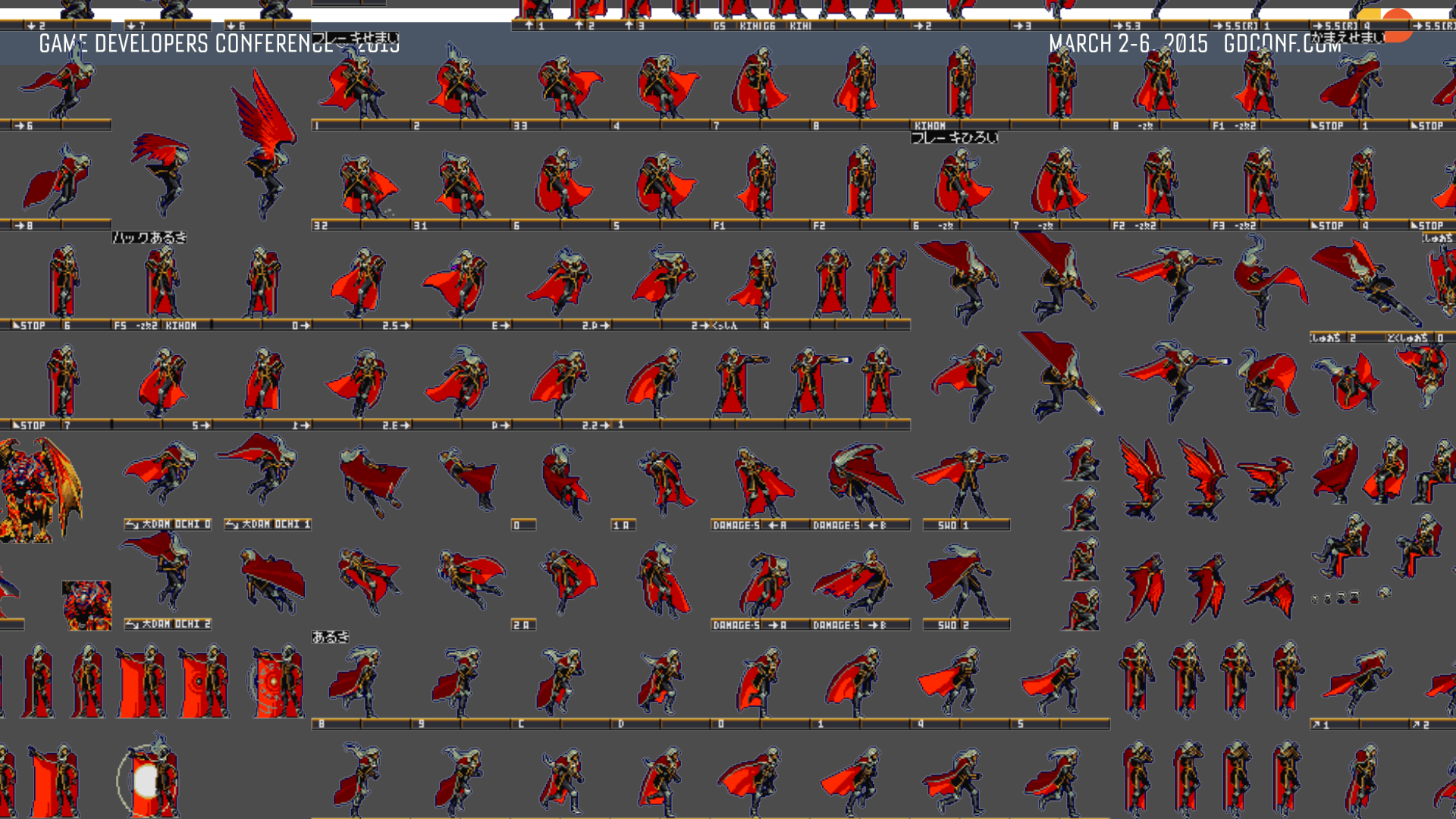
A stained glass window set in a dark stone wall. The window is arched and features a colorful scene. In the center, a pink cat sits on a shelf, looking up at a green bird perched on a branch. To the right, a yellow fox sits on a shelf, looking down. The background is filled with various geometric shapes and colors, including purple, blue, and orange. Two lit candles are visible on the wall outside the window, one on each side.

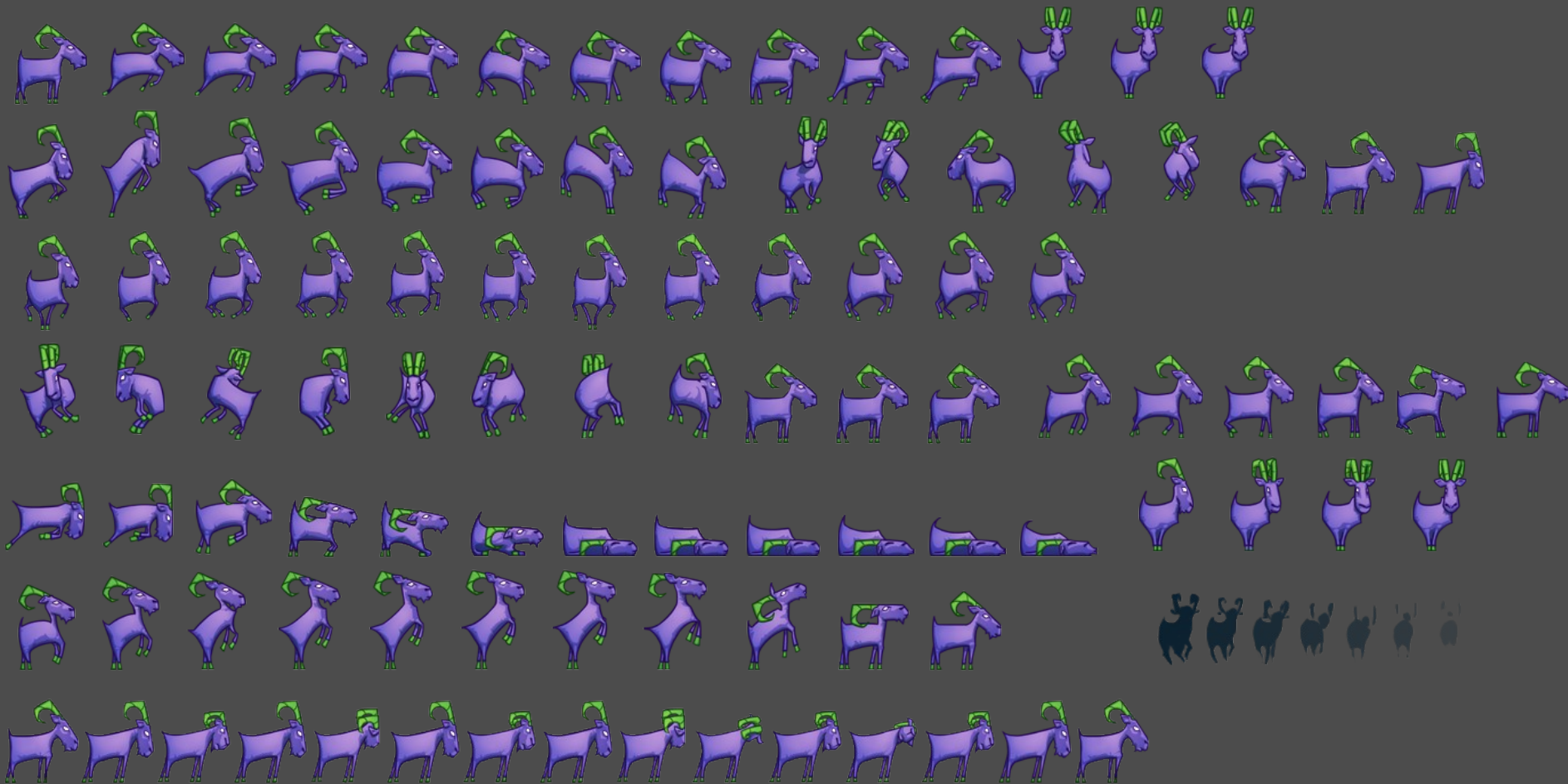
It was once a sanctuary of
knowledge, beauty, and comfort...















2. Game art is a tool

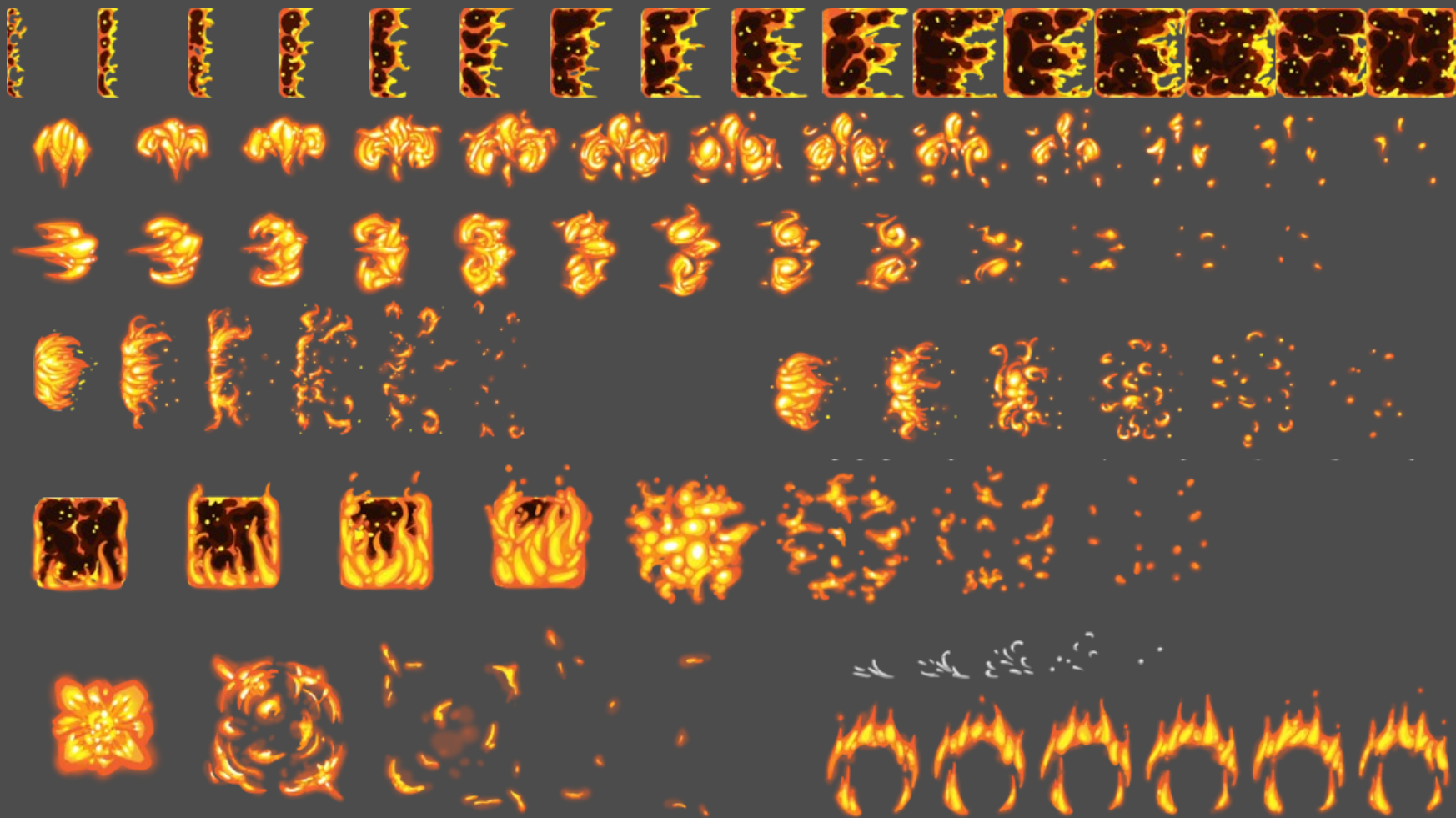


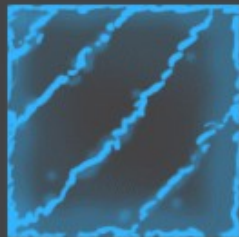




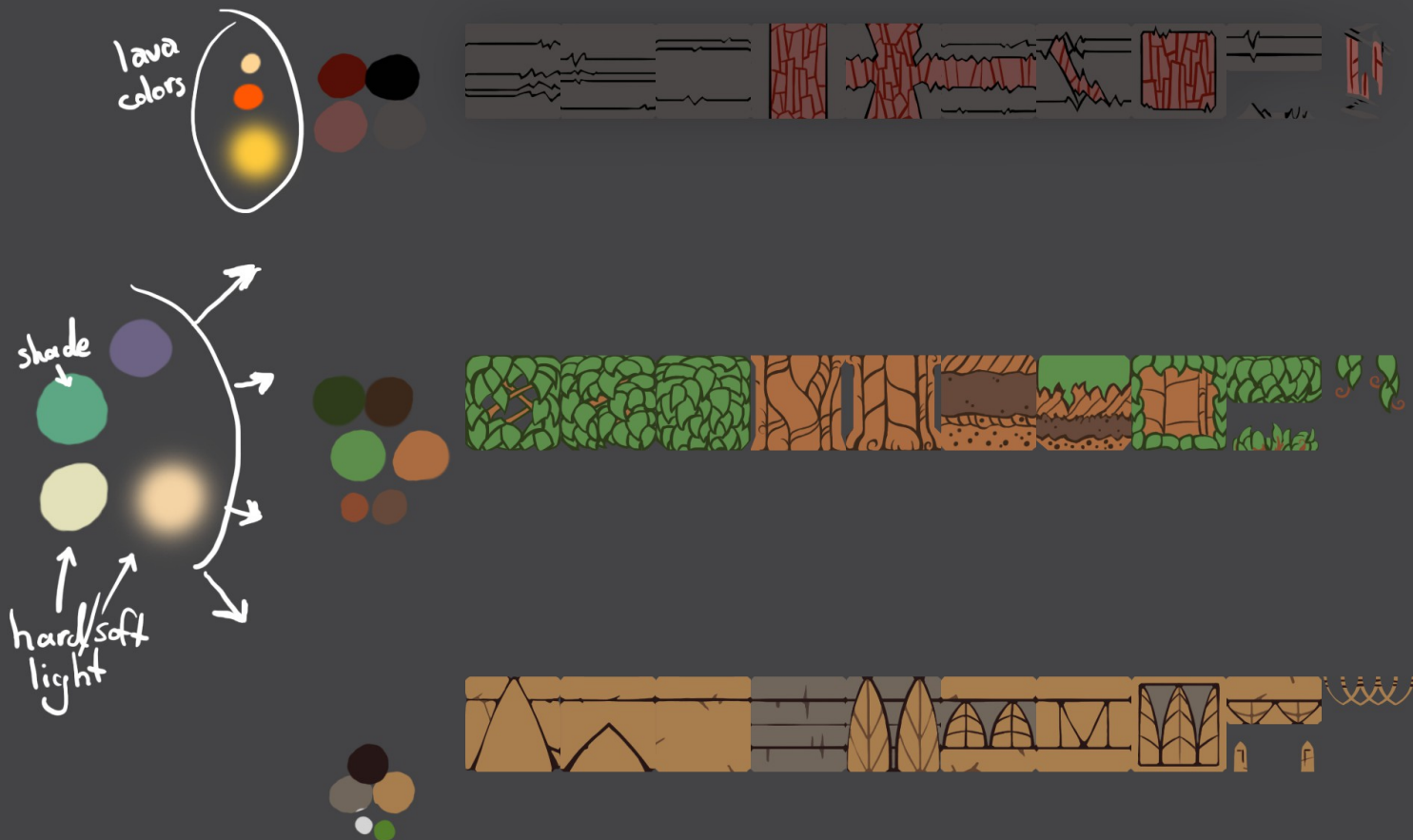


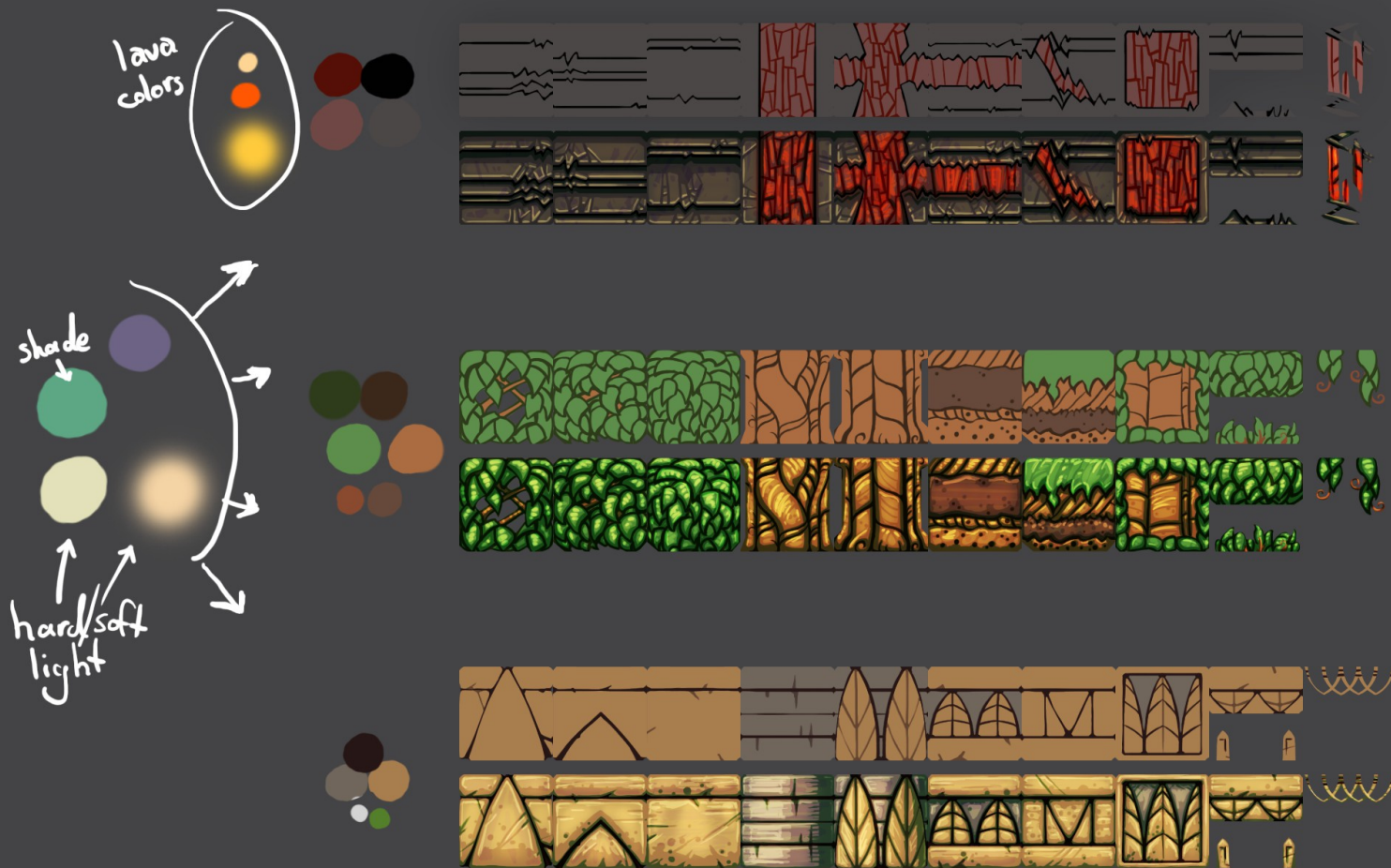
3. Set standards

































4. You don't need much variety

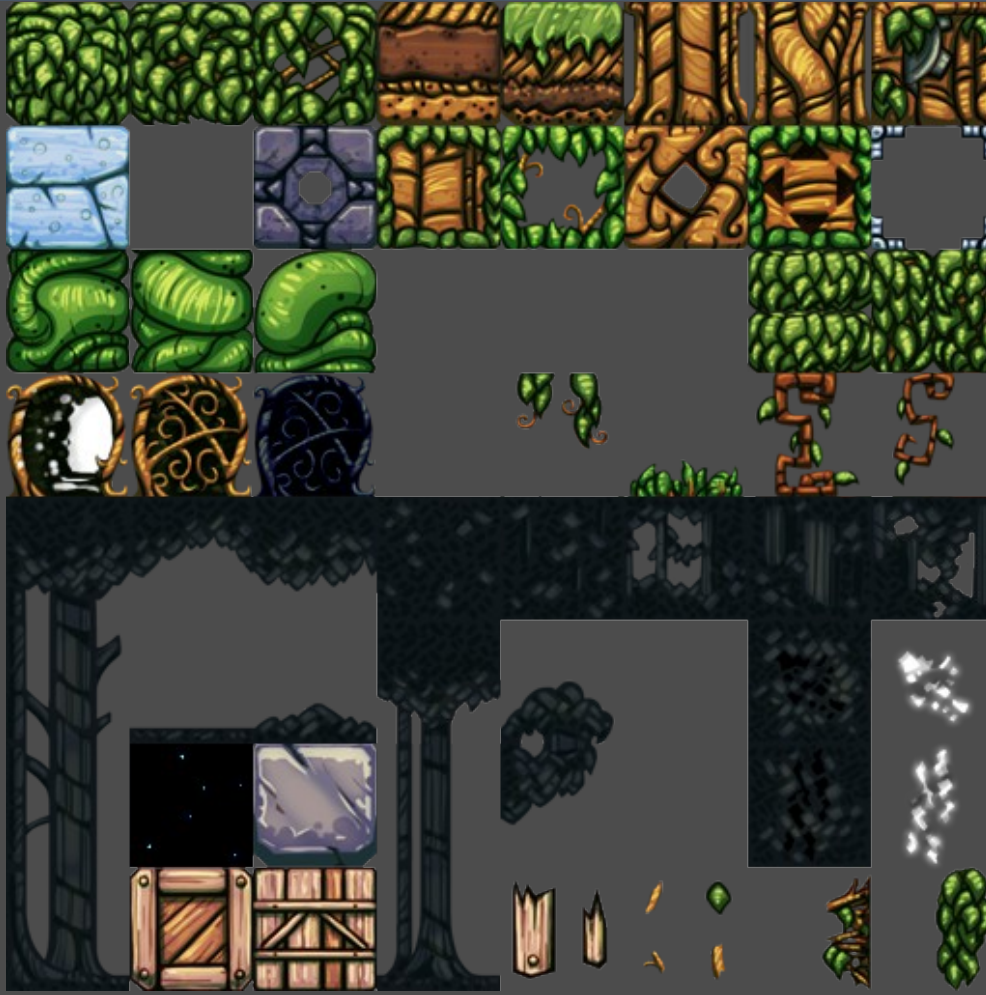


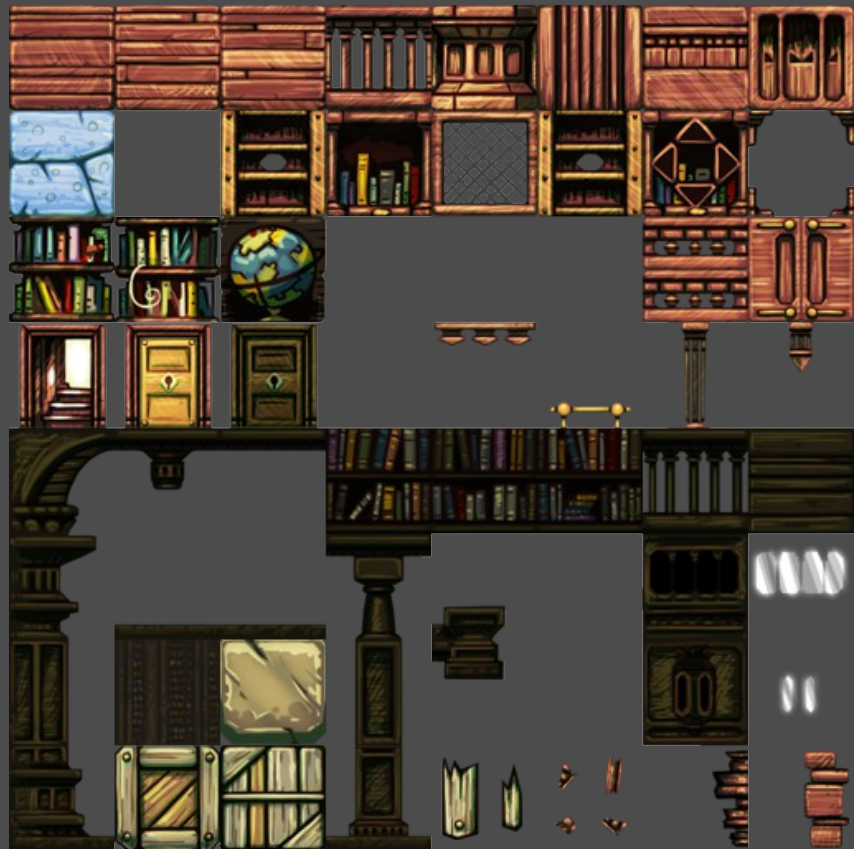
	EndScene.png
	FX_godray.png
	Gadgets.png
	Goat.png
	gui_elements.png
	GUI.png
	LightGradients.png
	Map.png
	menu...n_bg.png
	menu..._title.png
	menu...dow.png
	menu...und.png
	Mouse...bie.png
	Mouse.png
	Particles.png
	Region..._01.png
	Region..._02.png
	Region..._03.png
	Region..._04.png
	Region..._05.png
	Region..._06.png
	Region..._07.png
	Region..._08.png
	Region..._09.png
	Region..._10.png



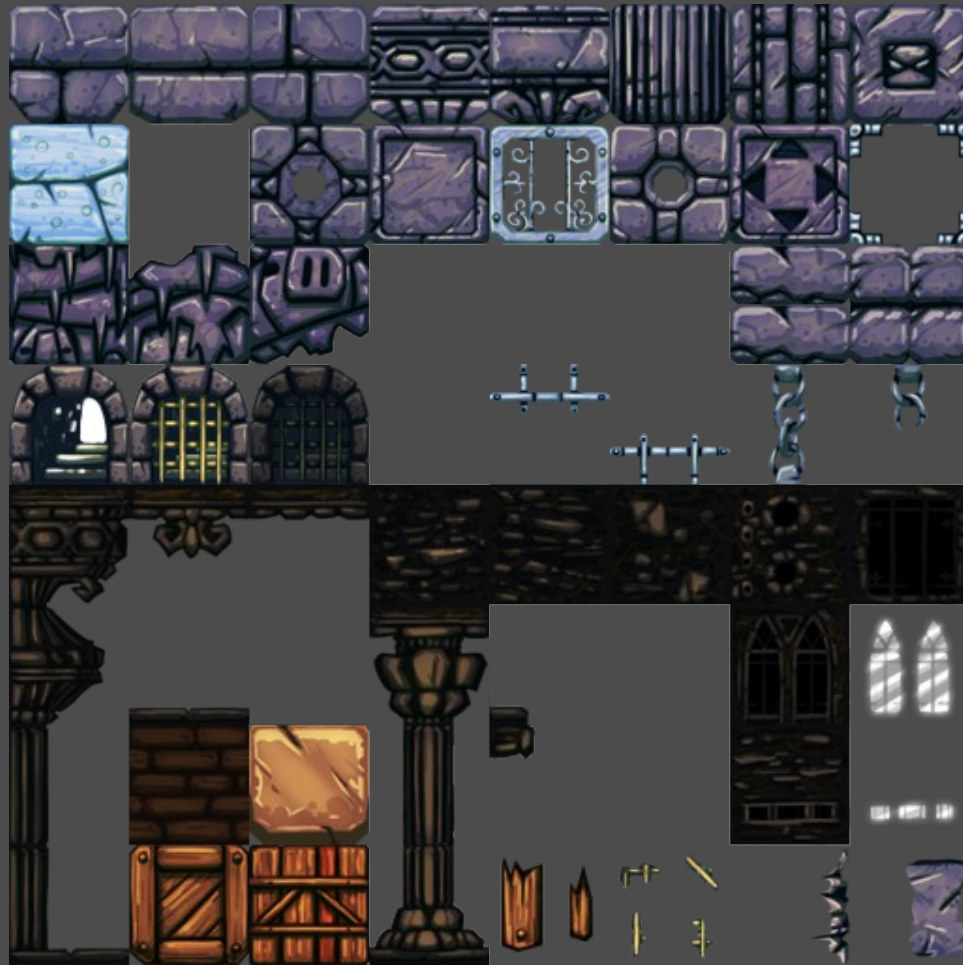


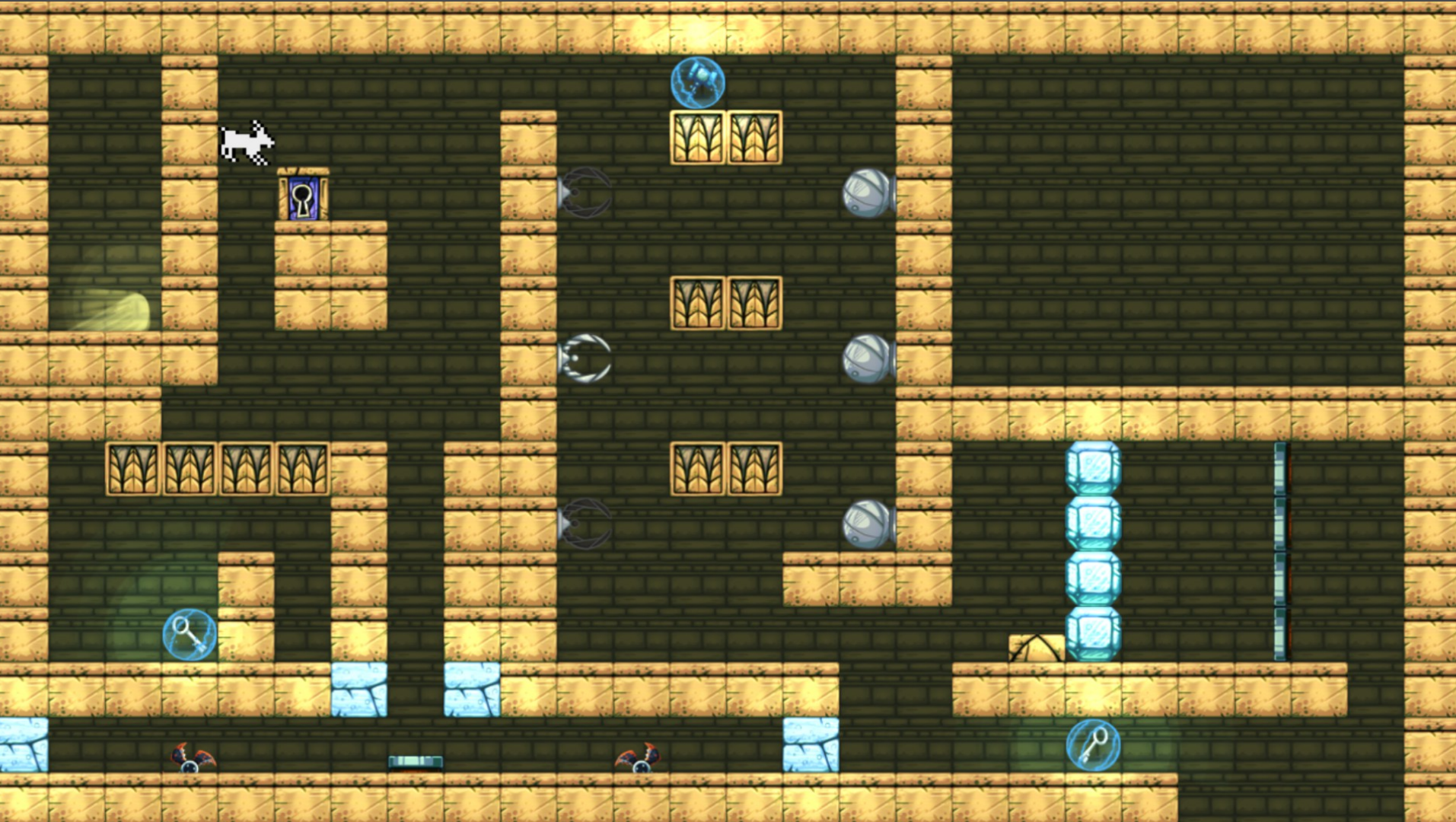


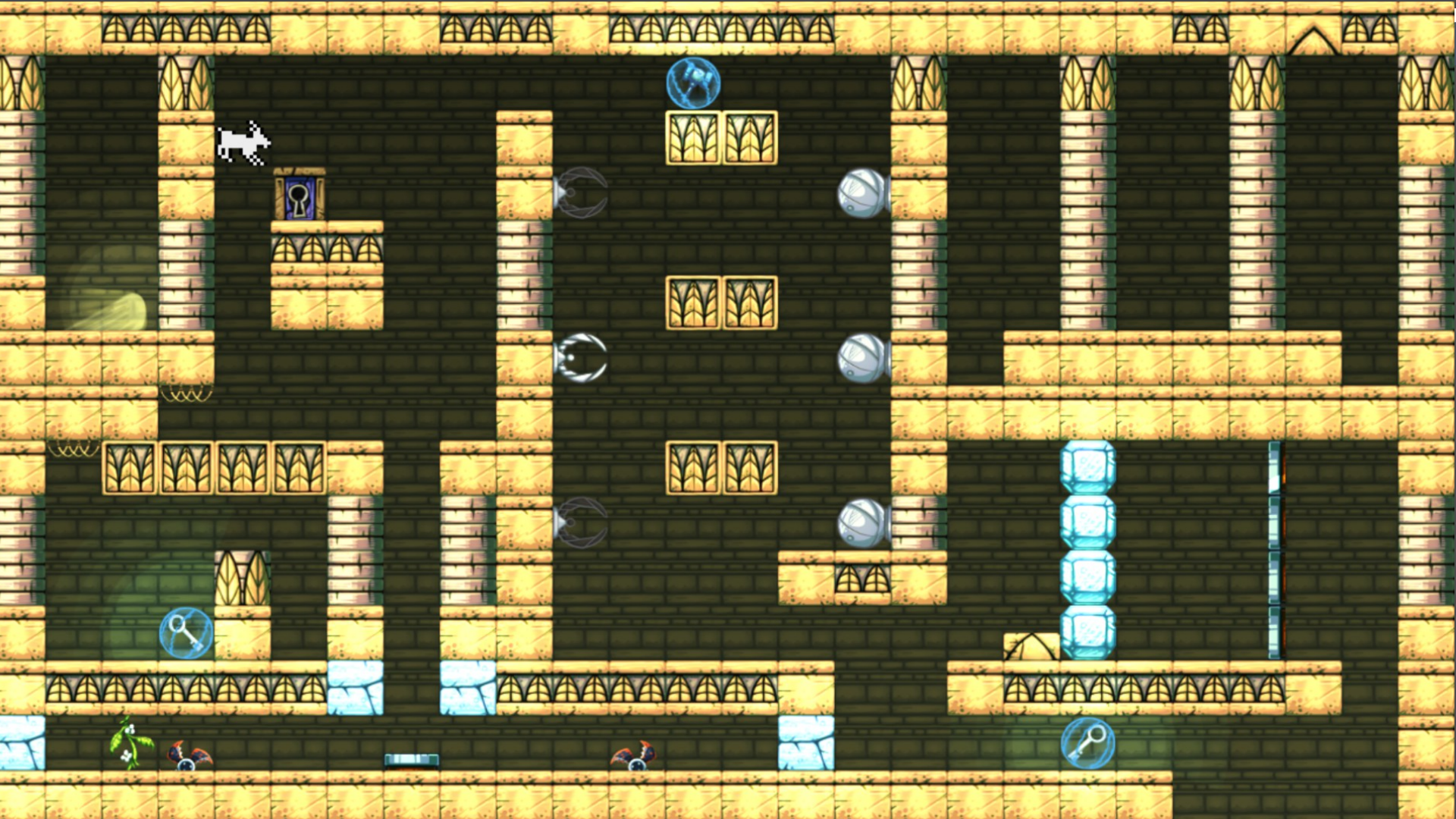




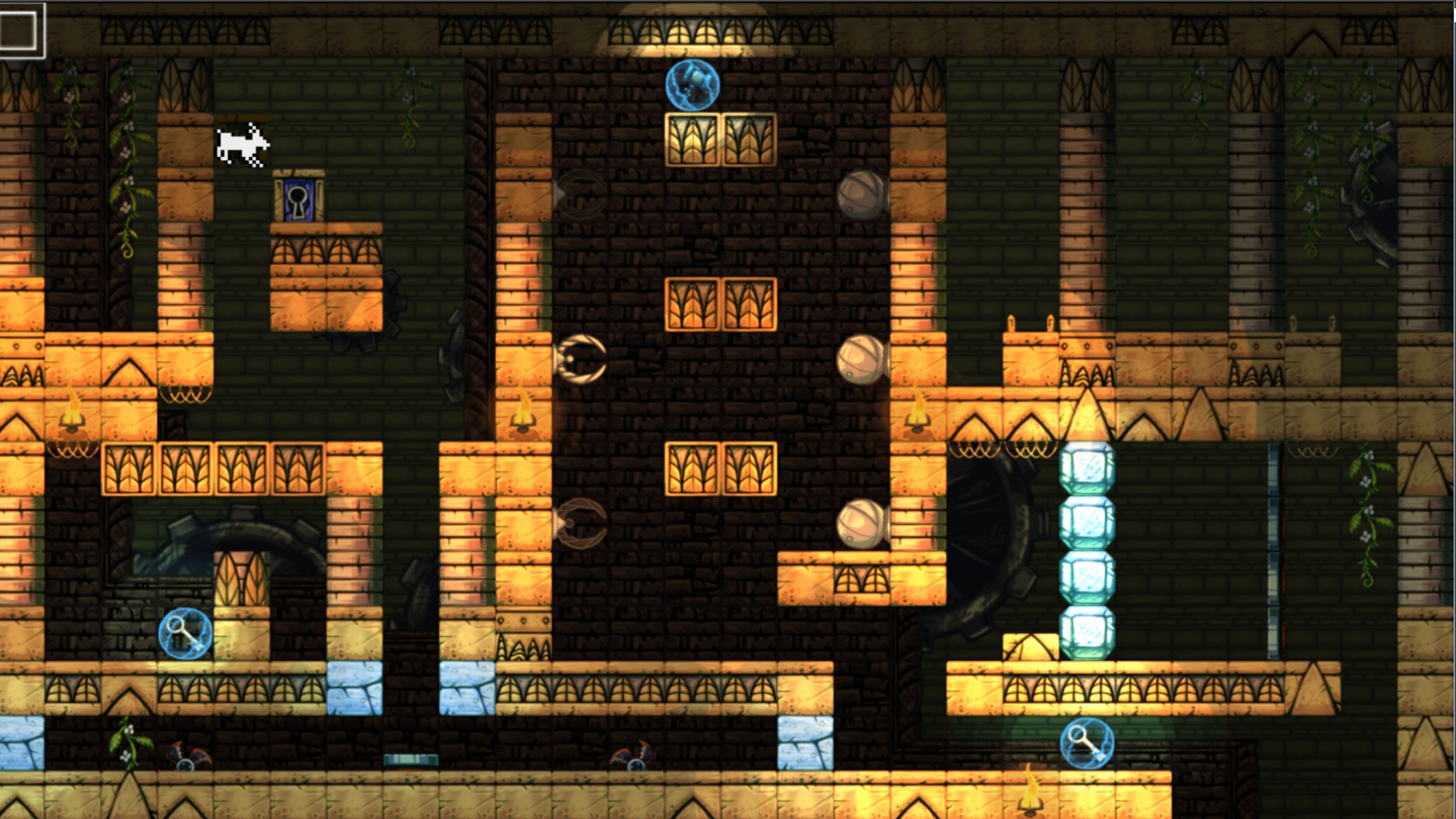








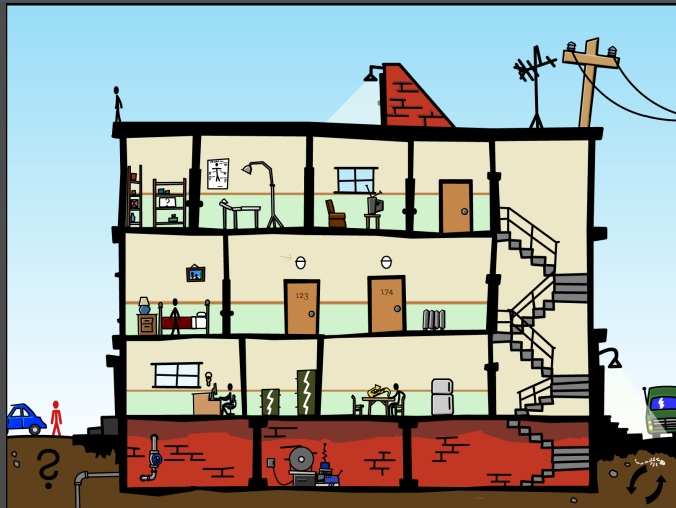




"ALL MY REALITY CHECKS

HAVE BOUNCED!!"





Zenix3D(above)





5. Iterate



LEVEL 1

Entering the Cave

LEVEL 2

Exploring In The Dark

LEVEL 3
Jetpack

LEVEL 4
Water and
Signs of Life

LEVEL 5
Long
Recent

LEVELS 6 - 15
Ecosystem Discovery
and Gameplay

File 501
Shelton

~~filed for w~~



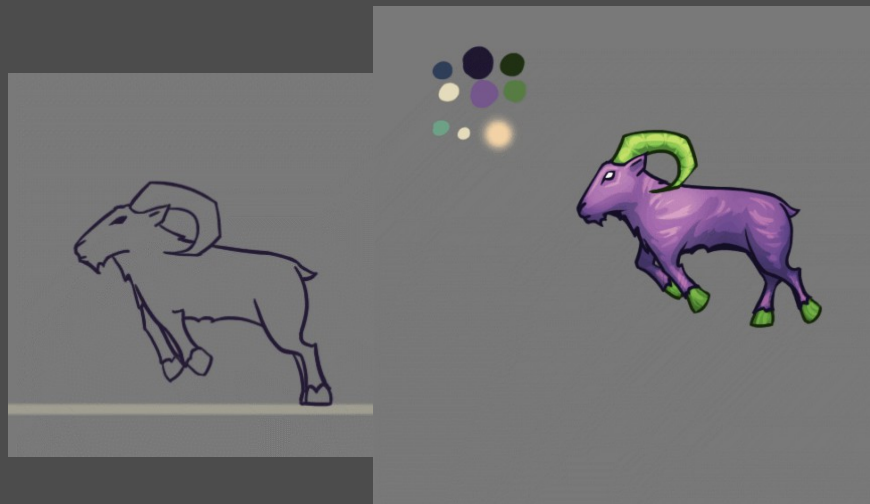
in the

Zeipel

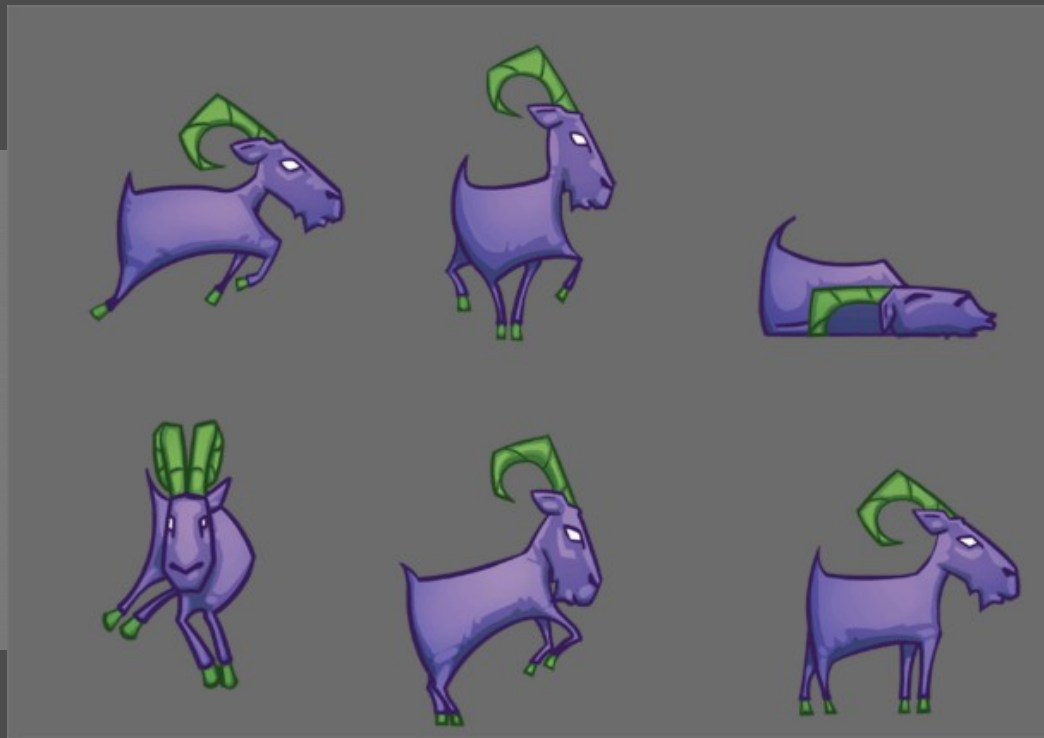
in the







Several versions in



Final version, many iterations later



Technical Limitations (learn your tools)



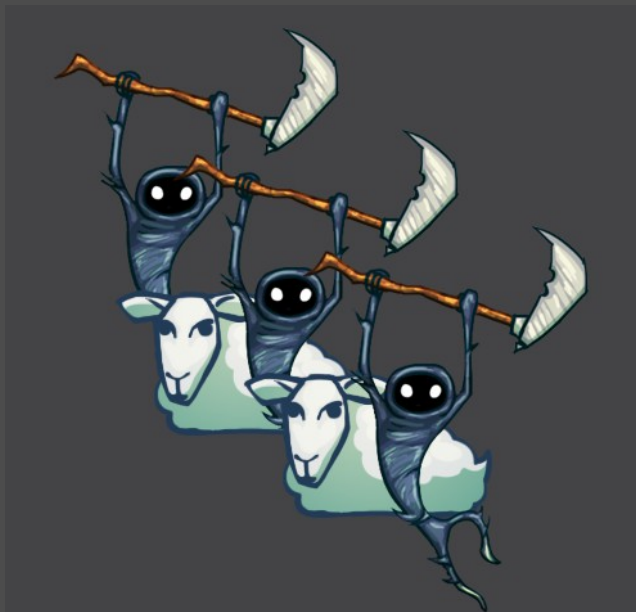
Draw calls



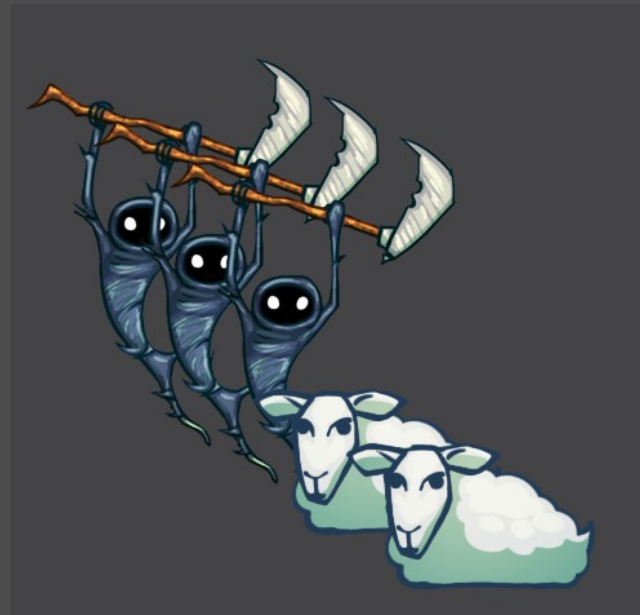
PNG 1



PNG 2



5 Draw calls



2 Draw calls



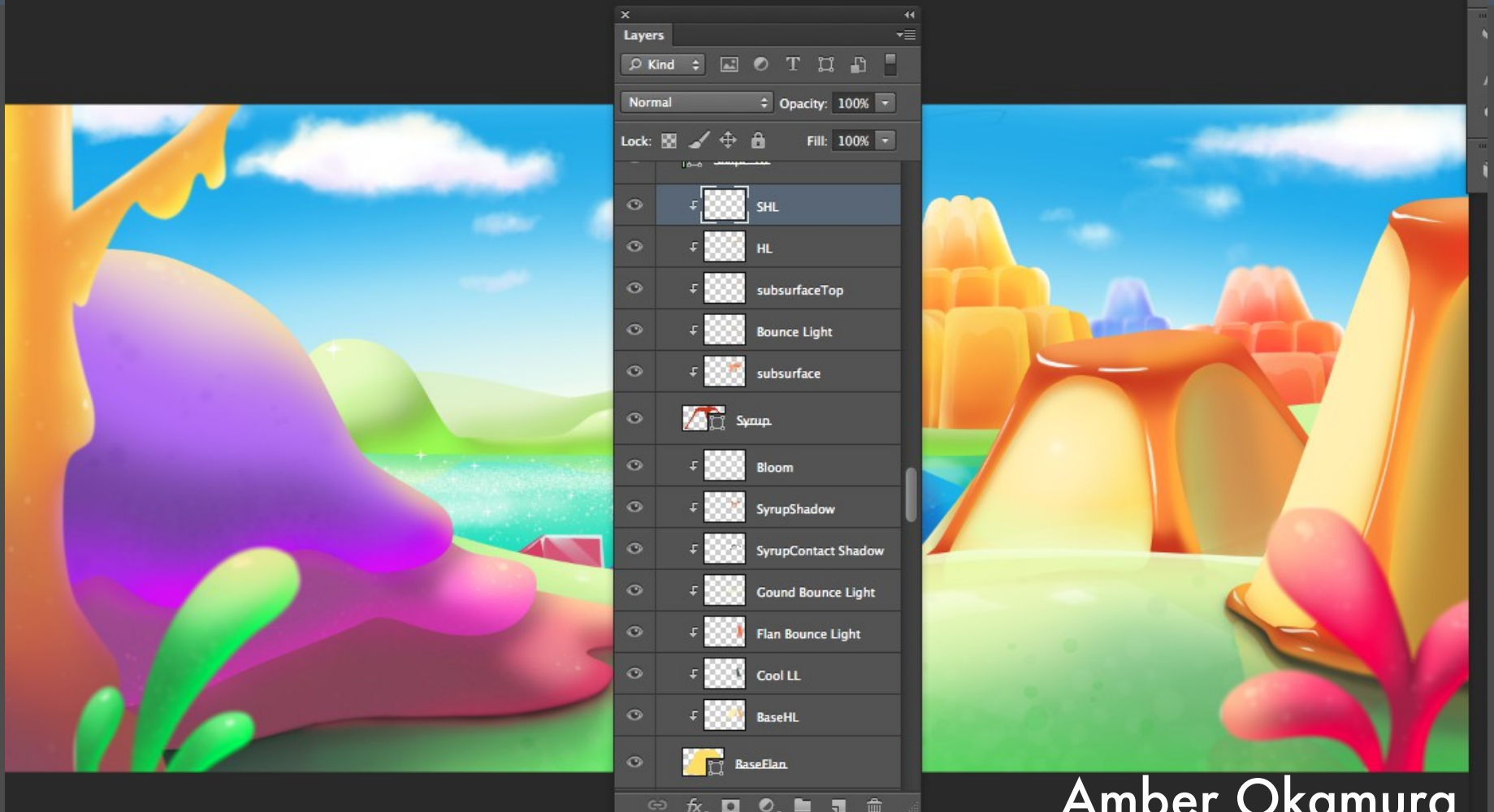
1. Draw calls
2. Dynamic lighting!
3. Resolution (unless vectors)



Albert Bierstadt



Amber Okamura



Amber Okamura



Jeff Parrot



Google these:

- Draw calls
- Clipping Mask (photoshop)
- Levels (photoshop/gimp/painting programs)
- Static vs. Dynamic lights (any 3d engine)
- "Shaders: A Primer" (gamasutra blog post)
- "On The Rocks" (The Witness blog)



Examples



Just Cause 2

<http://download.gamezone.com/uploads/image/data/1114266/news-justcause2.jpg>



The Walking Dead

<http://gamechurch.com/wp-content/uploads/2013/02/Walking-Dead-4.jpg>



Ori And The Blind Forest

http://im.ziffdavisinternational.com/ign_nl/screenshot/default/ori2_bdm3.jpg





00000 10000 00000000 0000000000

Dismas
Highwayman

1 2 3 4 5

8.9/20.9
83.0/100

ACC 0
CRIT 5%
DMG 6-13
SPD 4

1 1

Darkest Dungeon

<http://geekdad.com/wp-content/uploads/2015/02/Darkest4.jpg?7fb371>



Far Cry 4



Monument Valley


http://cdn0.sbnation.com/assets/4155547/monumentvalley_gdc_long.png

http://mobicombo.ru/wp-content/uploads/2014/12/nexusae0_Monument19.png



Skyrim

<http://steamcommunity.com/sharedfiles/filedetails/?id=221075335>



Beware, visitor. The higher you climb, the more you
lose yourself.



Thanks!



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(And soon, Scoundrels!)